

# Dscript

Need an Alien, Ancient, Magical, Mystical, etc.. feel to your text?

Want to design a completely new and innovative type of puzzle?

Need to draw text in a fully 2D environment?

Want a fun exercise that will develop vocab, penmanship, and spacial reasoning?

Tired of people reading your notes/diary?

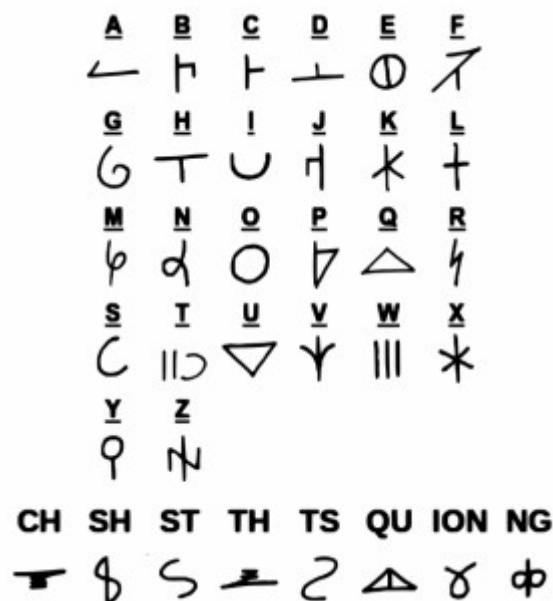
*Then Dscript is for you.. please read on...*



## What is Dscript?

Dscript is a “Dimensional Script”. The D was originally meant to represent “Directional” because the first version was designed as a cursive writing system that could be drawn both vertically and horizontally.

There is no particular language associated with Dscript, but there is an alphabet optimized for English. There are plenty of materials also teaching how to adapt it to other alphabets and languages.



On the left here you see the v1.2 Dscript English alphabet.

These “letters” are very basic pen strokes that can be allowed to rotate 90 or more degrees, but still be unique and distinguishable.

They can be combined in many very intuitive ways, allowing great flexibility.

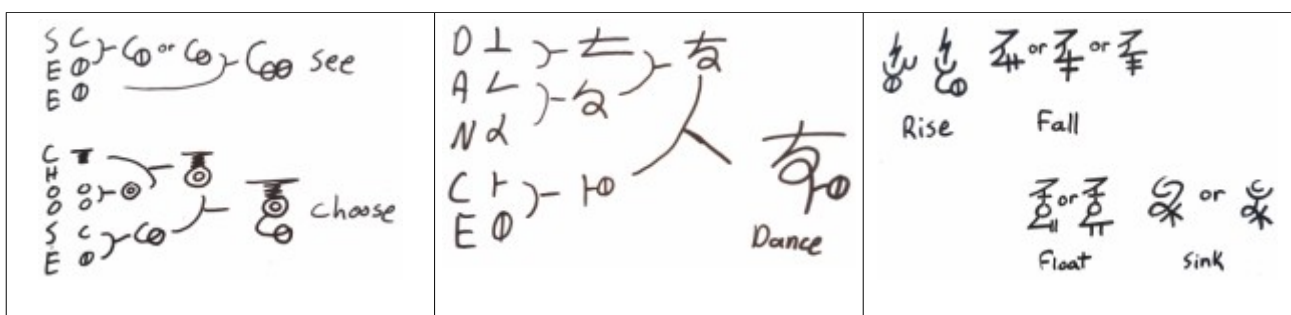
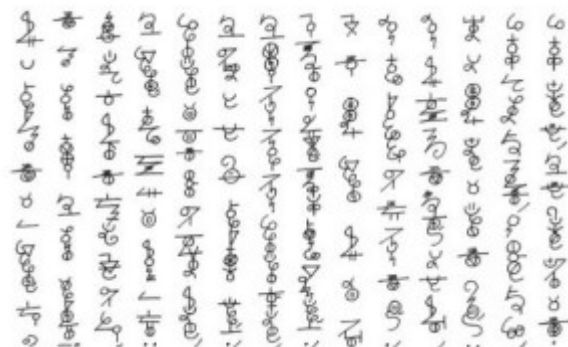
Occasionally certain combinations may be ambiguous, this is solved by simply mapping these out and choosing a definition. There is a full map of the Dscript English alphabet in the manual, all 676 combinations (  $26 \times 26 = 676$  ).

Using these letters, an English word can be turned into a “string” and curled up into a glyph.

On the right you see Shakespeare's Sonnet 18 ( “Shall I compare thee to a summer's day...” )

As you can see the vertical version creates “tall strings”, this is the simple form of Dscript.

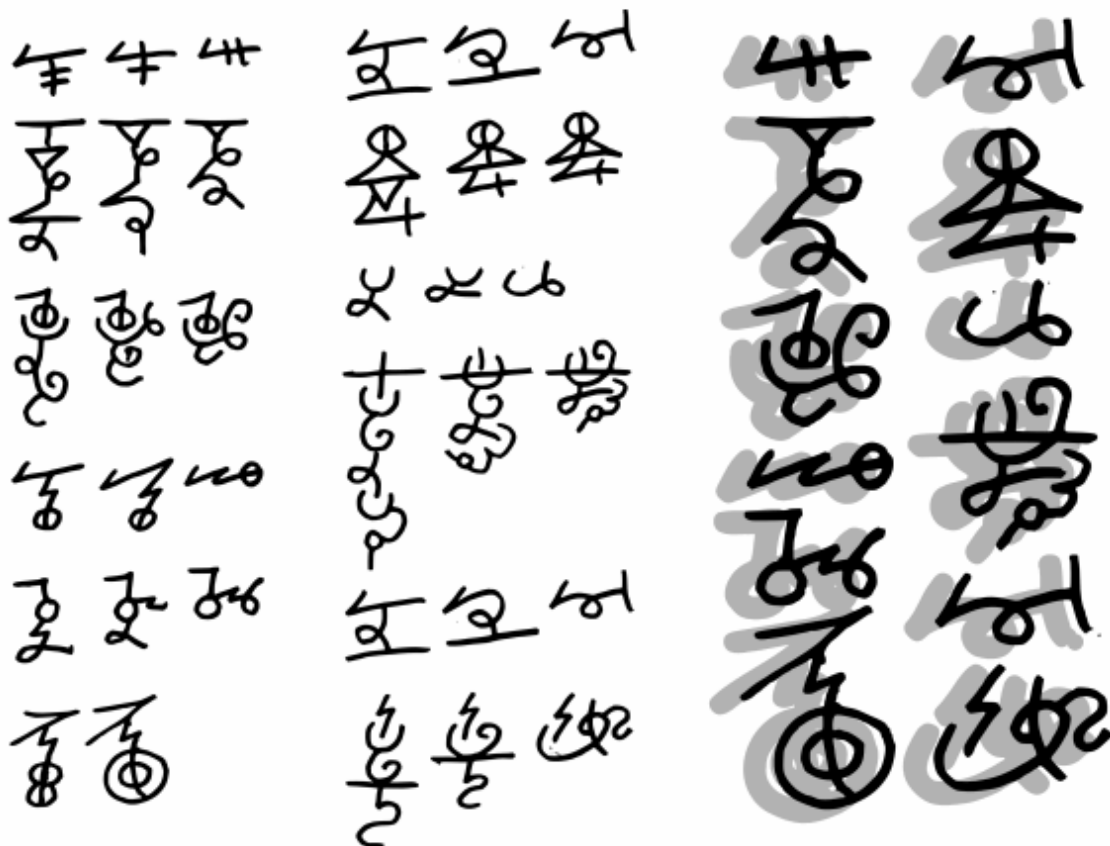
Letters are then combined in various ways and the strings curled up, forked, etc.. to produce more compressed character like forms. As in the examples below.



After developing the directional script, I found the both horizontal and vertical forms when used together allowed the original “letter string” to be curled up and fit into tight and odd shaped spaces.

By allowing the letters to connect in multiple ways, even placing letters inside of other letters, and letting the string fork/branch, words, or even phrases, can be “rolled up” into glyphs and sigils, yet still be legible in both letters and sequence.

This is an example attempting to visually describe the Dscript concept using the first bit of the Universal Declaration of Human Rights. Words in dscript have many forms, these are just some.



A	L	L	H	U	M	A	N	B	E	I	N	G	S	A	R	E	B	O	R	N	F	R	E	E	
←++	T	▽	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳		
A	N	D	E	Q	U	A	L	I	N	D	I	G	N	I	T	Y	A	N	D	R	I	G	H	T	S
←	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳	↳		

Life is what happens to you



While you're making other plans  
-John Lennon



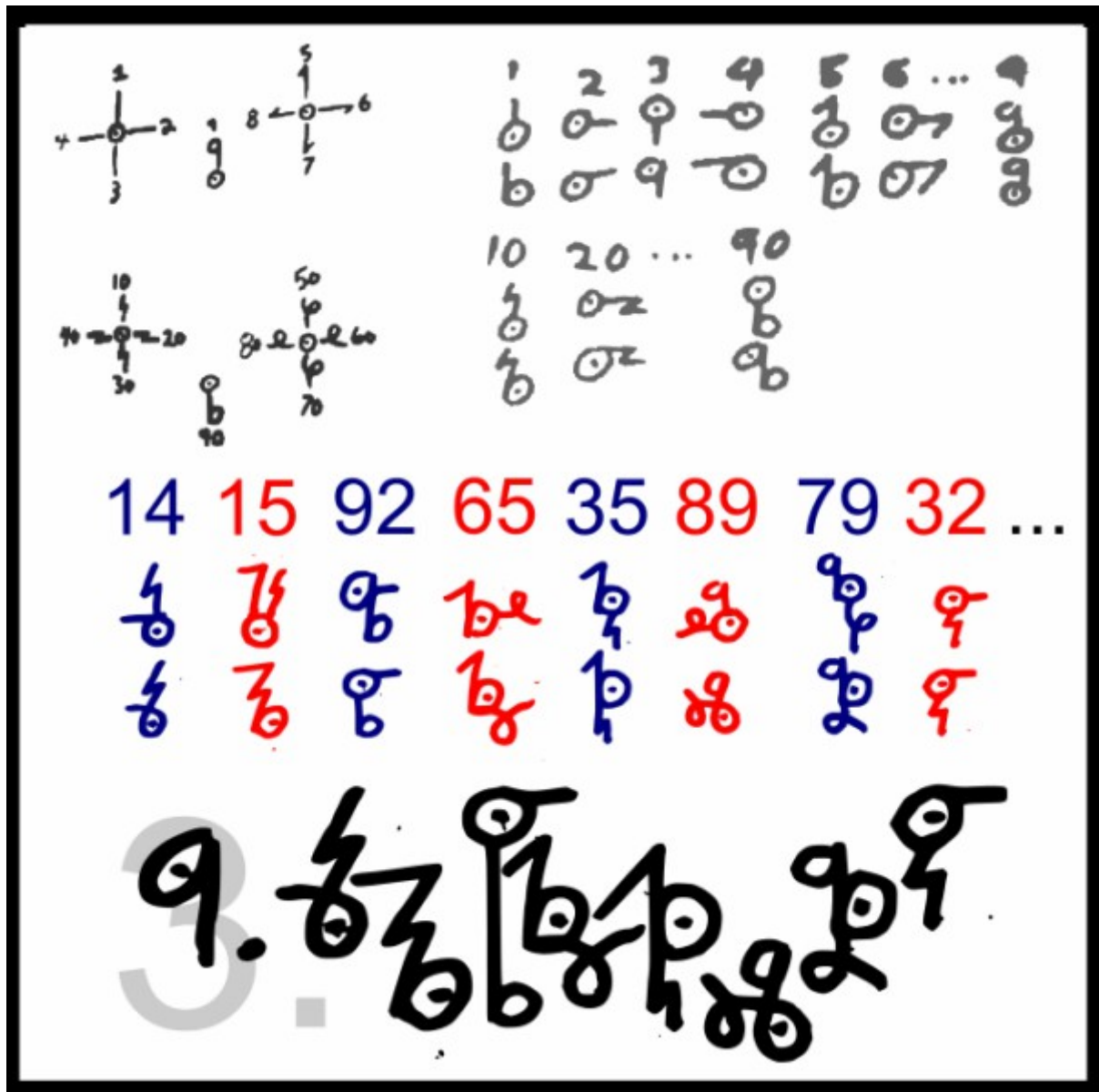
Using this one can produce a wide variety of looks and feels from supplied text. It can be used to fill almost any setting requiring “foreign” or “alien” text. And the best part is that one can choose to invent a new language or use an existing one. By using English or another existing language, the players/viewers would have a chance to decipher the text and learn to produce their own symbols for any word. Greatly adding to player/viewer engagement.



# Numbers

There are also number systems for Dscript. There are base 10/16, base 12, base 32, and the most effective and practical, base 100.

Dscript base 100 numbers are basically a way to compress 2 decimal digits into a single glyph. The system is quite simple, there are 18 possible additions to the “core circle” 9 for 1's and 9 for 10's.



Dscript base 100 numbers are quick and easy, do not require a lot of practice, and allow creative and efficient use of writing space

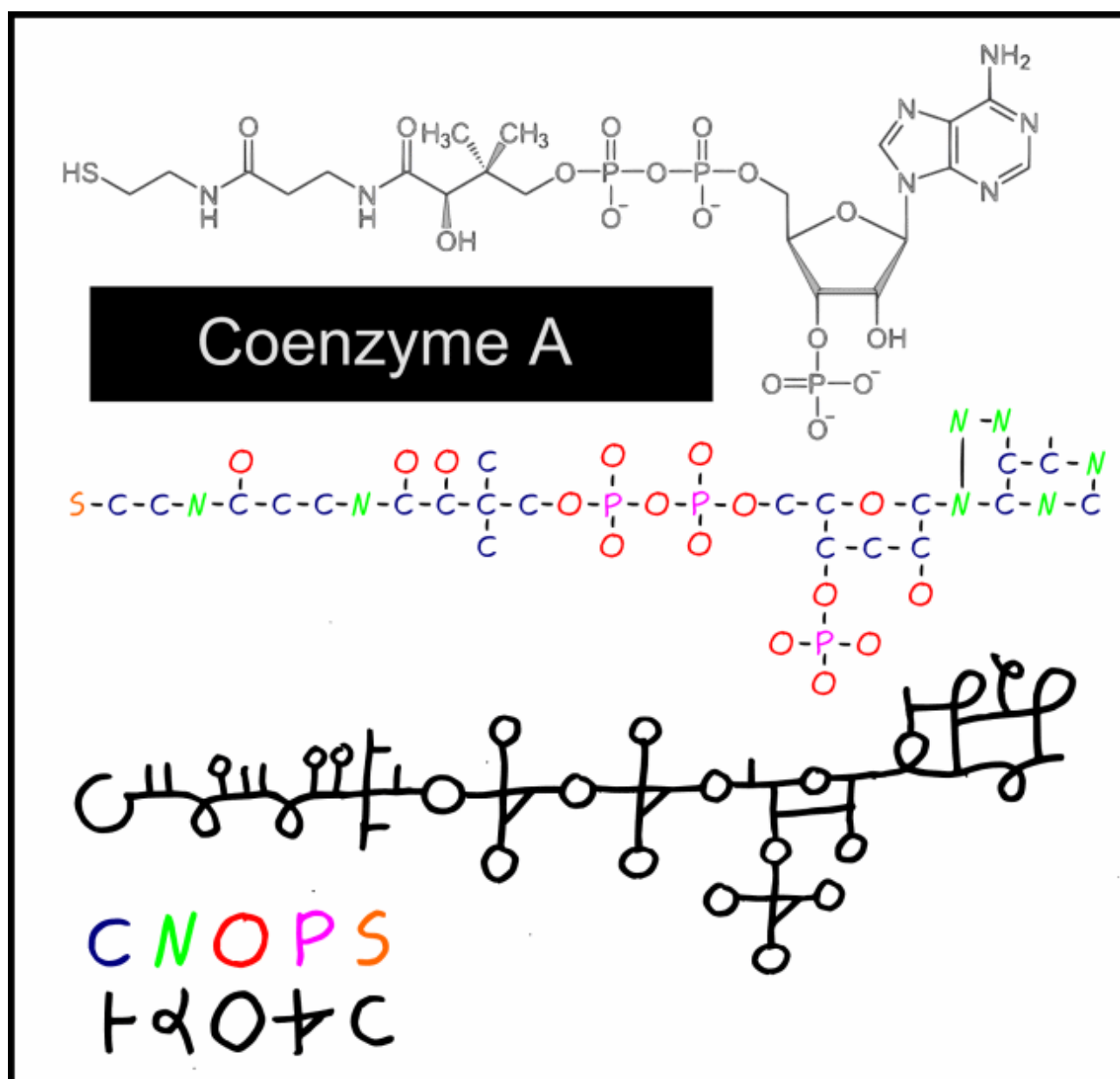
Loops, curls and bends are reversible, allowing multiple forms and various writing options.

# Chemistry

The Dscript principle can be extended beyond alphabetical language. It can also be used as a 2D notation system. By using the letters to represent elements for example, a chemistry notation system can be devised.

The first attempt at such is Dchem, a chemistry notation system geared toward bio-chemistry and bio-molecule notation.

Dchem sacrifices stereo-chemistry, bond strength, and hydrogen's. It uses a base of only 5 letters, CNOPS, which allows each letter a greater degree of flexibility. These 5 elements (Carbon, Nitrogen, Oxygen, Phosphorus, and Sulphur) are the key elements of most bio-chemistry.

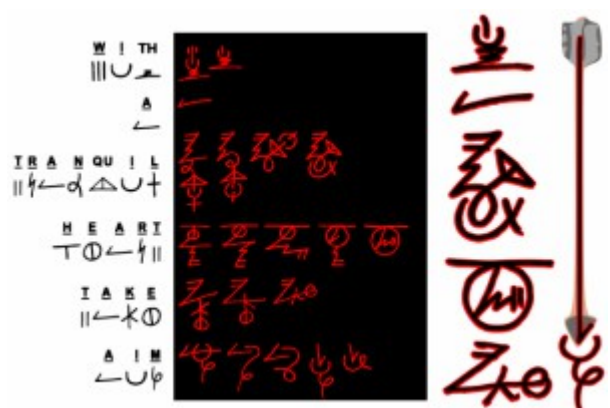
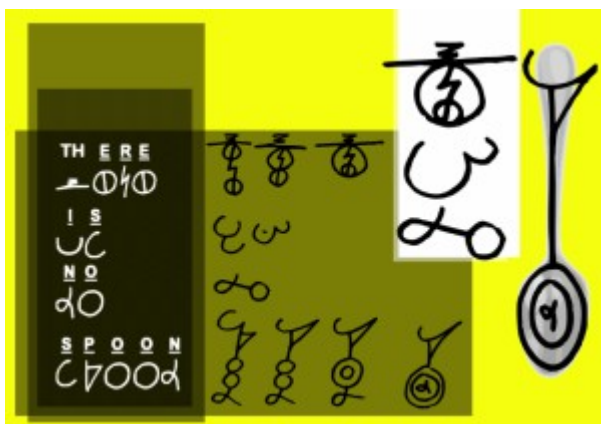
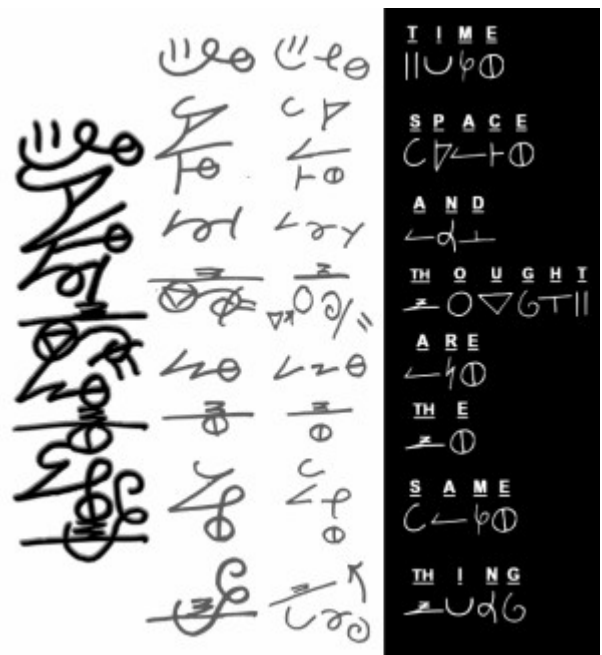
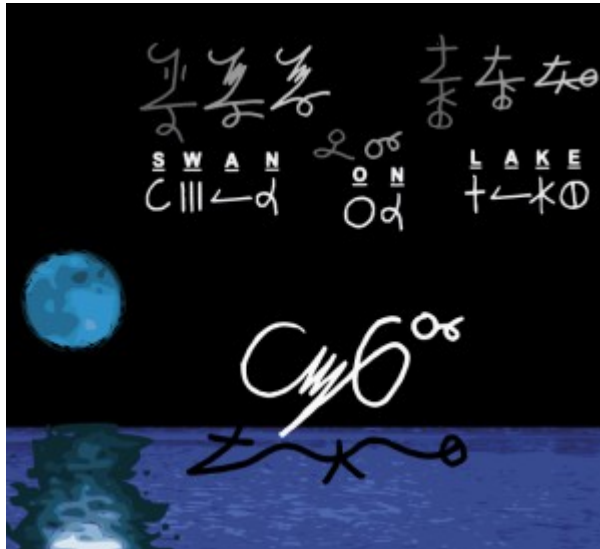


Dchem allows the key structure to be drawn without as much “noise” from other aspects like stereo-chemistry, aiding in memorizing large amounts of chemical structure or large molecules.



# Learning

Dscript learning materials alone can be quite stunning. Here are a few example used to teach Dscript and show off its capabilities.



# Application

For those interested in mapping Dscript to new alphabets, languages, and applications, there is the Dscript for other languages guide. This outlines the principles of Dscript and how to design letters capable of dimensional writing.

Dscript can accommodate almost any alphabet, but the system does work best for smaller alphabets. The efficiency of Dscript breaks down at alphabets of over 40 or so letters.

First there are the "bends" or "simple corners"

with word line

Curves simple and easy, can be split by side

"zig zags" are a class to themselves because they can be repeated

although you must settle on a way of making sure a double zig-zag is not ambiguous with 2 zigzags best to bundle them up tight like shown here

Triangles are the second-easiest "enclosed space" letter they can be drawn pointing "into the word line"

...hanging of the side of the word line(either side)

or pointing "up into" the word line when not hanging off the word line these can also be "divided" with a final up/downward stroke added

The "o" is great because you can write inside of it

after drawing a circle, you can zip back and "divide it" with a line this is easy to write and makes a great separate letter

almost anything further would require lifting the pen so best to consider anything further a next letter except for compound letters (see below)

More open space shapes can be added but best not to go too far

Curis are great, you can differentiated between sides or not

You can also try "pulling" through the curl without lifting the pen, but you need to make sure you "come around" enough, or it will look like a loop

A dash crossing a line can be put almost anywhere and also provides lots of connection points

multiple dashes can be piled up for even more connection points

best not to take it too far, but at the same time, a letter like this

If it started a word could probably just have the following letters attached, each to an end, and read like a clock

The simple dash through the line can be extended by adding joins to the dash but this then restricts the dashes options for combination

Loops are great, easy, and can be split by either side of line or "rotation" (clockwise/counter clockwise, my preferred method)

double dashes make great connectors like "pipes" when they only connect to one letter they can also be angled

Triple dashes work like double dashes

Loops can be done with joins but these again easily become ambiguous

Loops are great, easy, and can be split by either side of line or "rotation" (clockwise/counter clockwise, my preferred method)

Loops can be done with joins but these again easily become ambiguous

Joints or curves that "return to the word line" are possible, but the easily become ambiguous with loops

Dashes work great, and you can either allow them to hang off either side, or make either side a separate letter

They can be doubled-up, tripled up, etc...

but to allow for this as well as singles without ambiguity, best to allow the single to hang off either side and make the rule "two singles must alternate"

hooks are easy and provide an easy "fork" in the string

special starts can be designed for the hooks when the start a letter

Long bars are good, and with a dash on top or bottom it can become 2 letters the best part about this system is that you can "default" to the most common letter. Also, when the word starts with a "bottom dash" or ends with a "top dash", the dash can be omitted

A separate line can make a pass back and cross twice this can make enclosed spaces on only one side of the word line It could be as easy as drawing a curve

or joints and loops can be added

not actually "crossing the word line" and hang on one side is possible but this will remove many combinations from other letters and when the word line curves and bends it may be hard to distinguish it from shapes that are in the middle of the word line

"sin waves" can be added, of varying repetitions, starting on either side

An extra dash on only one side can make odd numbered intersections

Solid shapes, and even dots, can be added to the word line but dots can easily be made by accidents in pen/brush strokes what is just a thick line and what is a dot can be hard to determine but if used, perhaps best as punctuation, accents, or other markings solid shapes of larger size are more feasible but are a pain to write(filling in the space takes alot of time/realitvely) and the solid shape concept could even only partially filled

and extra stuff can be added but not without inventing con to avoid ambiguity

finally there are "compound letters where multiple letters are comb what would normally be a multi combo represents instead a dis or by drawing shapes so close t



# Resources

There are plenty of learning materials and examples of Dscript online

There are 2 main official websites for those interested in Dscript

## [Dscript.org](http://Dscript.org)

This site contains recent updates, examples, and materials, it is always the most current information. Dscript materials are all under the “Dscript” menu option on the site's main menu.

## [Dscript.ca](http://Dscript.ca)

This site documents the origins and development of Dscript.

*Key dscript.ca resources*

- *Dscript v1.0 Manual*
- *Dscript Video Lessons*
- *Dscript Tools*
- *Dscript Generator*
- *Dscript for other languages*



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Based on a work at [www.dscript.ca](http://www.dscript.ca).